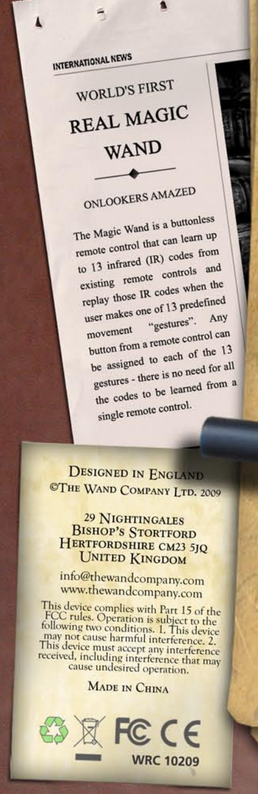
Instructions & Methods for the Skilful Art of Wand Use

Important things you should know to become PROFICIENT in the use thereof

FRANÇAISE AU VERSO

The Wand Company Ltd.

Makers of the World's Finest Magical Instruments since AD 2009


INTERNATIONAL NEWS
WORLD'S FIRST
REAL MAGIC WAND
ONLOOKERS AMAZED
The Magic Wand is a buttonless remote control that can learn up to 13 infrared (IR) codes from existing remote controls and replay those IR codes when the user makes one of 13 predefined movement "gestures". Any button from a remote control can be assigned to each of the 13 gestures - there is no need for all the codes to be learned from a single remote control.

Designed in England
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This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions. 1. This device may not cause harmful interference. 2. This device must accept any interference received, including interference that may cause undesired operation.

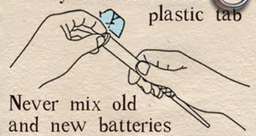
Made in China

WRC 10209

When batteries are low, the wand talks you with 3 fast pulses after each action

REMOVE BATTERY TAB BEFORE USE

Your wand is supplied with 2 x AAA batteries To activate them, unscrew battery door and remove plastic tab



Never mix old and new batteries

Always use **ALKALINE** batteries in your Kymera magic wand

This product is not a toy; it is an instrument of control. In order to use it properly and become an expert wizard or witch, you will have to practise using it. Once you are the wand's master, you will need to train it to control things in your home. Only then will you be ready to perform your magic.

Practising magic

Your wand tells you what it is doing by pulsing. When you first get your wand it is automatically in Practice Mode. Whenever you leave the wand for one minute it falls asleep. Picking up the wand or moving it, wakes it up and it pulses with three heartbeats. Then you know you are ready to begin practicing.

In **Practice Mode** the wand pulses a set number of times for each gesture, to help you get used to using the wand and make sure that you are doing the gestures correctly. For the best results, hold the wand lightly in the hand, steady and level, and make short, positive movements.

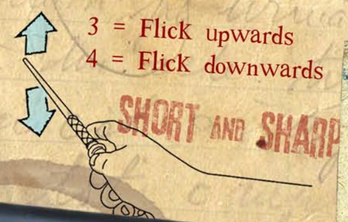
After each gesture count the pulses to see if the wand recognised what you were trying to do.

Start by learning how to do the rotate gestures. To rotate the wand, hold it between thumb and forefinger and roll the wand slowly, as if turning a volume Knob. These gestures are normally used for volume up and down. The wand will pulse once when you correctly rotate anticlockwise and twice when you rotate clockwise. Always make the movements slowly & accurately, and pause for half a second between gestures.

1 = Rotate anticlockwise
2 = Rotate clockwise

Once you have mastered rotation, you are ready to try the flick gestures, up and down and left and right. Remember, short accurate, movements are best.

3 = Flick upwards
4 = Flick downwards



5 = Flick left
6 = Flick right

The number of pulses you feel if you are doing the action correctly

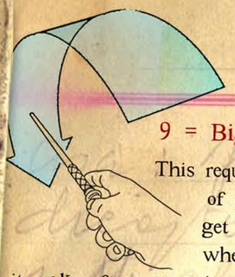
Expert magic

7 = Tap on top
8 = Tap on side

Tapping lets you practice extra magical commands, but it is not for the novice.

Once you are expert at the six introductory gestures you can begin to master the tapping gestures. Grip the wand lightly in the hand and smartly tap on the top of the criss-cross area with your index finger. You may have to start by using your other hand to do the tap. To tap on the side of the wand, wait half a second and then without changing your grip rotate your hand and the wand, one quarter turn, then pause briefly and tap with your index finger on the side of the criss-cross area. Once you have got the hang of the single tap, you are ready to try the double tap, it's exactly the same only you tap twice on the wand, just like double clicking a mouse.

11 = Double tap on top
12 = Double tap on side



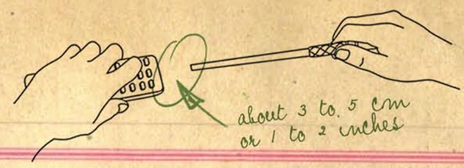
9 = Big Swish

This requires a bit of practice to get right, but when you do, it makes for a very impressive & theatrical flourishing action. To do the Big Swish, start with the wand in the vertical position and swish it strongly down to the horizontal position, pointing where you want to send the command.

10 = Push forward
13 = Pull Back

To do the push forward gesture, or pull back gesture, hold the wand steady and level and jab it quickly forward or pull it back about 10cm. Be careful not to rotate or flick the wand while doing the push-pull gestures.

Learn to do each action neatly and cleanly. Remember, practice makes perfect. Once you have perfected each gesture you are ready to move on to teaching your wand the remote control codes of the things that you want to magically control.



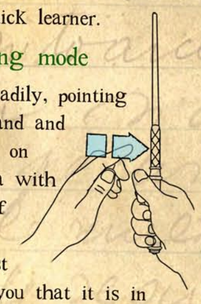
Practice makes Perfect

Teaching the wand

Your wand can learn almost any infrared code from a normal remote control. You have to teach it each code, but it's a quick learner.

Entering learning mode

Hold the wand steadily, pointing upwards in one hand and double tap smartly on the criss-cross area with the index finger of your other hand.



It will do four fast heartbeats to tell you that it is in learning mode. 4 fast pulses = Enter Learning Mode. Slowly turn the wand so that it is horizontal & pointing towards the standard remote control you want to learn from and with the wand, do the gesture onto which you would like to learn the remote control function. The wand will pulse the number of times for that gesture and then start very rapid pulsing.

Rapid pulsing = Ready to Learn.

While the wand is pulsing rapidly, point the standard remote control at the tip of the wand and press and quickly release the Key on the standard remote control for the function you wish to teach your wand. Your wand will confirm it has understood and learned the code with a big pulse about half a second after you have taught it the code.

1 big pulse = Code Confirmed.

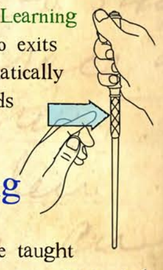
If it doesn't do a big pulse, wait for the fast pulsing to stop after a few seconds, and then repeat the gesture and the code teaching steps.

You can teach your wand a different remote control function for each gesture

Exiting learning mode

Slowly rotate the wand so that it is pointing straight down and tap on its side. The wand will pulse rapidly four times to confirm it has come out of learning mode. 4 fast pulses = Exit Learning

The wand also exits learning automatically after 30 seconds of inactivity.



Performing magic

Once you have taught your wand some remote control functions, all you have to do to work your magic, is use the wand instead of your remote control. And with just a flick of the wrist and a bit of practice you'll be able to change channels, turn up the volume, pause, or turn the lights on and off whenever you want.

Please visit www.thewandcompany.com for special downloadables, news about our new products, and other supplementary information, tips and user guides.